IN THE SPECIFICATION

Please amend the specification as follows:

Please amend the paragraph beginning on page 3, line 23 as follows:

When still pictures are displayed, the RAM size available for OSD can be extended to 996148 pixels in CLUT4 mode, which requires ~~448047~~ 4498047 bytes memory space.

9.11.06

Please amend the paragraph beginning on page 5, line 21 as follows:

When in state 4, the Video RAM 8 is used as a cache for the OSD. The management of OSD regions and buffers use the same structures as the one already in use. The only difference is that the buffer address stored in the OSD buffer control blocks in CPU RAM 10 correspond to Video Ram 8 address in state 4, whereas ~~the~~ they correspond to CPU RAM address in state 1, 2 and 3. To help management of the Video RAM 8 as cache, an internal array of structure is used, which contains the buffer ID, the address in CPI RAM 10, the address in Video RAM 8, the size and a pointer to the buffer descriptor for each o the 16 display buffers and the buffers currently drawn.

Please amend the paragraph beginning on page 5, line 30 as follows:

9.11.06

Before drawing of displaying an OSD buffer placed in Video RAM 8, the driver will first have to transfer it from Video RAM 8 to CPU RAM 10. When a displayed buffer or the currently drawn buffer isn't used anymore and is replaced by another one, the driver ~~as~~ has to flush it in Video RAM (i.e. transfer it from CPU RAM 10 to Video RAM 8). In both cases, the array structure will be updated correspondingly.